

GTS

A PRACTICAL MANUAL





This Document is classified as **Hurf-Blurf**. If you are **not** a **member of GARPA**, a **Director** or a **qualified Fleet Commander**, reading this document will cause your balls to shrivel up and fall off, get cancer and/or AIDS.

GTS – The Goon Teleportation System

In late 2008, the final touches were added to the Goon Teleportation System(GTS). GTS is a method of breaking free of cynosural fields in order to teleport oneself anywhere within a given star system. Initially, GTS was mainly used to break into POS shields, to steal capital ships, and to bump titans. Our ability to perform this feat was soon patched out of the game. Because of the highly sensitive nature of this exploit, the instructions for the process were never released to the public.

Now, with the Tyrannis patch's removal of the deep safe spot creation capabilities introduced through GARPA's Project Poseidon, we have decided to release GTS. GTS, which has obvious applications in breaking through the exclusion zone to create deep safes, also has other implications in areas such as capital ship travel. We hope that this information, while difficult for some to use, will be of use to pilots in many areas.

A ship is limited to a specific volume of space, and this volume is defined by the outermost celestial objects. By having the capability to breach the extents of the celestial objects in a given solar system, a ship can place itself and others at an advantage over hostile ships that lack the same capability. Use of deep safe spots is many and varied, and the bookmarks were once considered to be unique. This is no longer the case.

This manual is intended to teach its user how to teleport on command, as well as the logic behind doing so.

Brief Theory

Your position on the EVE server is measured in three dimensions: x, y, and z. In any given solar system the point (0, 0, 0) is found at the sun.

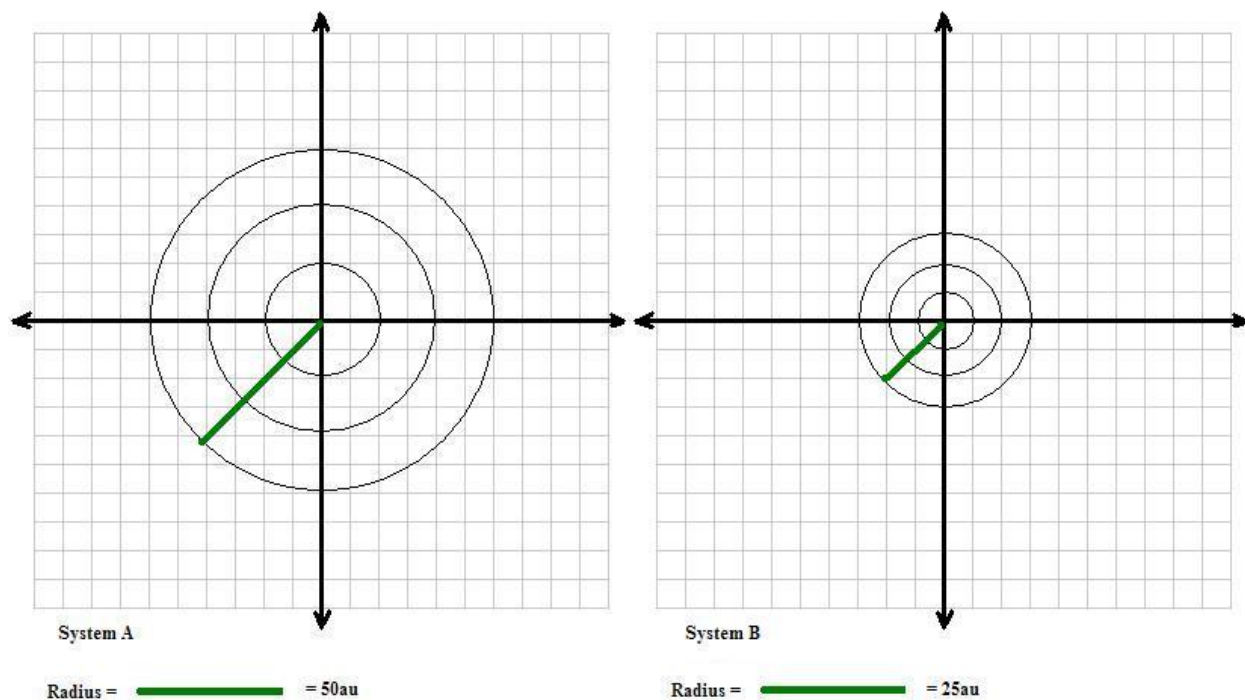
Whenever you have a session change, be it though undocking, using a stargate, using a jump bridge, cynoing or ejecting and boarding your ship, the server stores the coordinates at which this event takes place and keeps them stored. These coordinates are held by the server as a sort of "fail safe" in case of an event which causes your position on the server to be lost.

By understanding both your geometric position in the galaxy and how to store that information server side, it is possible for you to break free from a cynosural field and teleport yourself anywhere you wish within a solar system.

The Easiest: Cyno Failure Technique

Summary: The easiest GTS technique is to jump right as your cyno is ending. The server checks that there is indeed a cyno to go to, starts all the preparation work, transfers you to the new system, and then checks for the coordinates of the cyno to place your ship. But, because the cyno has gone down in the 4 seconds it took the server to do that, the server uses your last session change coordinates to place you in the new system.

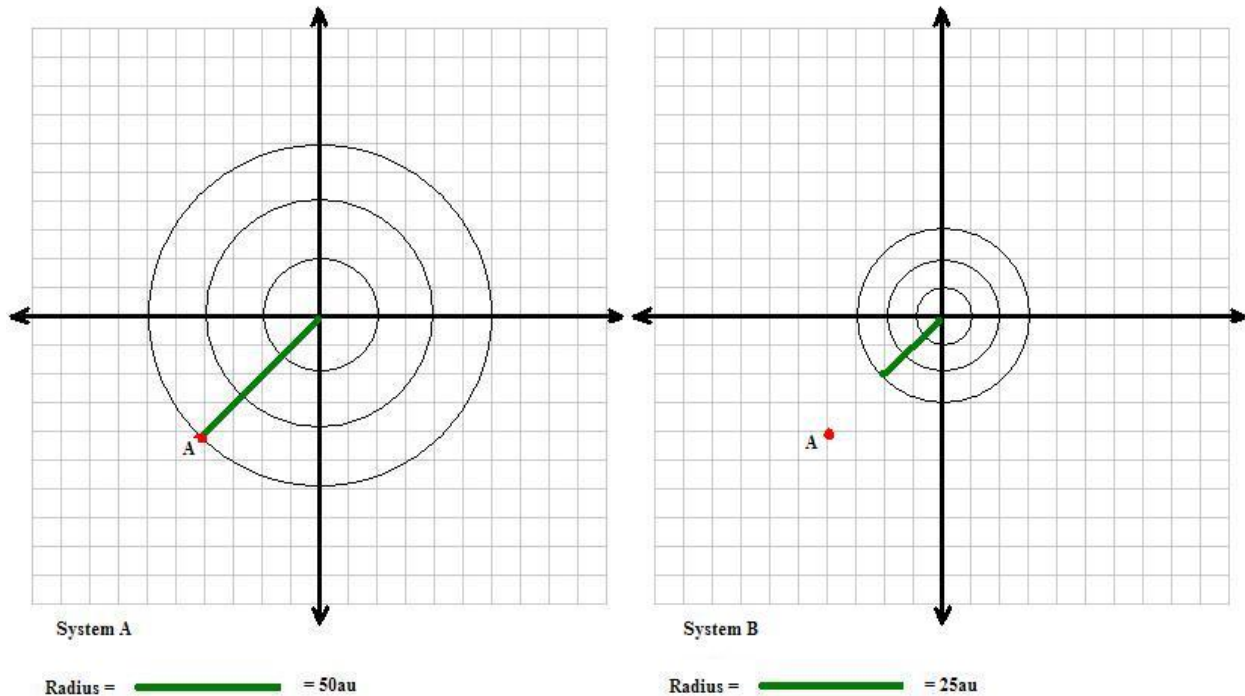
In this example, I will teach you how to create a deep safe spot using the Cyno Failure Technique. You will need two ships for this: a ship capable of opening any type of cynosural field, and a ship capable of jumping to any type of cynosural field. The example is presented in two dimensions for simplification purposes.



In the example there are two systems, System A and System B. System A has a radius of 50au, while System B has a radius of 25au.

In this two dimensional diagram, the sun exists at point (0, 0) in both systems. The furthest point in System A exists at a distance of 50au from the center, while the furthest point in System B exists at a distance of 25au from the center. If you were to save your coordinates in System A,

then transfer them to System B, you would be in an impossible to reach location 25au outside of the system's radius.



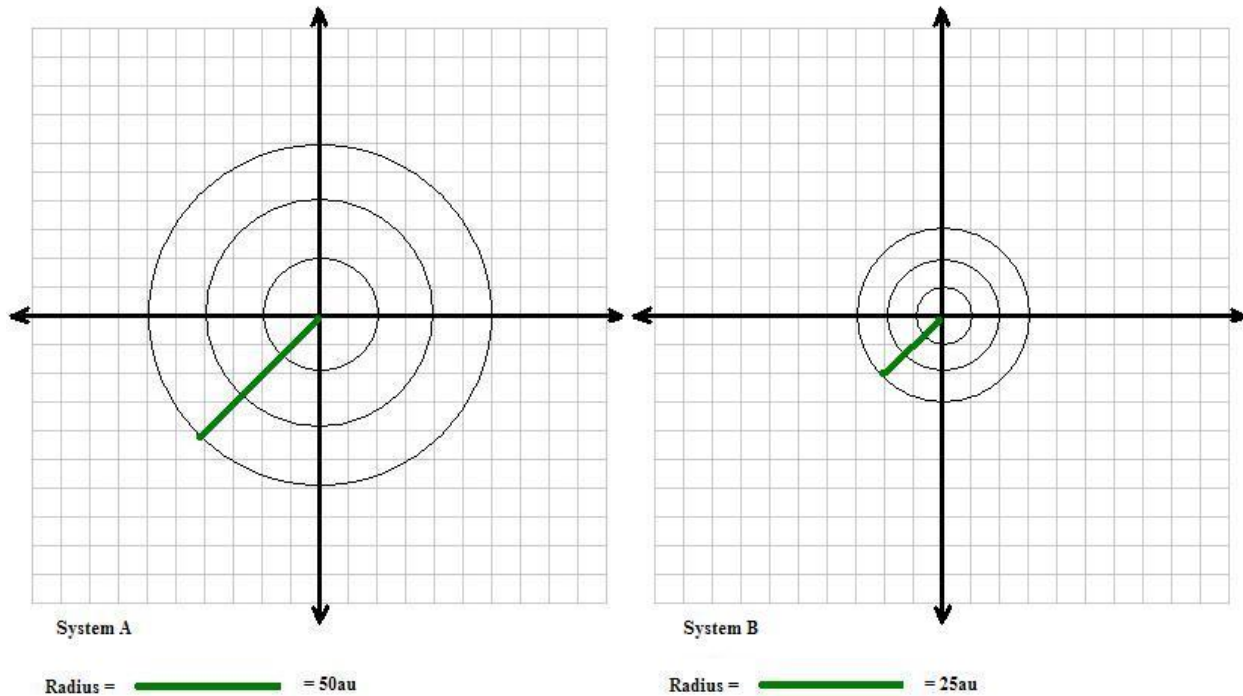
Point A, as shown, has the same coordinates in both star systems.

1. Form the ship you intend to transfer (called “Carrier” from this point forward) and your cyno ship into a fleet, dumbass.
2. Warp the carrier pilot to Point A in System A.
3. Log your carrier off, then log it back on. This session change will save your last coordinates to the coordinates of Point A.
4. Using your other pilot, open a cyno **anywhere** in System B.
5. When there are 2-3 seconds left on the cyno (you can speed this up by self destructing the cyno ship), jump your carrier to your cyno pilot.
6. The EVE server will freak out and attempt to transfer you to your last saved coordinates. Because your ship has already been transferred across systems, you will be placed at the coordinates of Point A in System A. **You will land far away from your cyno.** You have just teleported and are now in a deep safe spot.

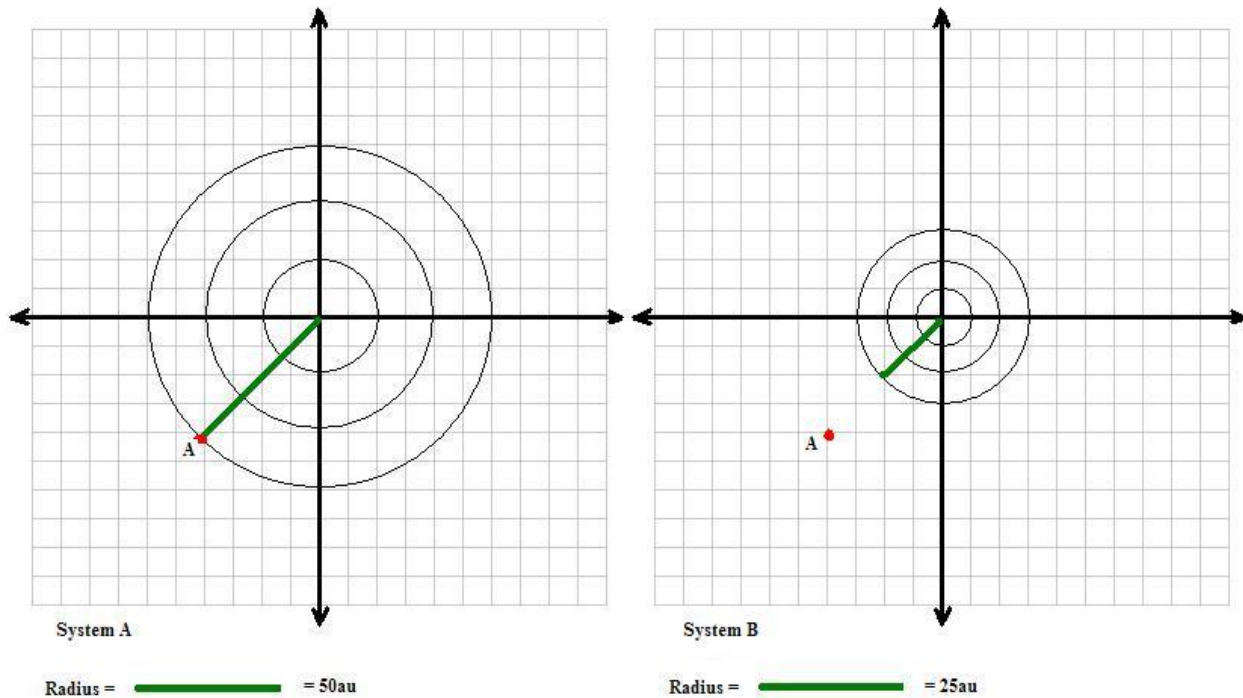
A Bit Harder and a Lot Better: Mid-Session Logoff Technique

There is another method for bringing about this effect without having to wait for a cynosural field to close. The logic of the method shown in the last example still applies:

1. Form the ship you intend to transfer (called “Carrier” from this point forward) and your cyno ship into a fleet, dumbass.
2. Warp the carrier pilot to Point A in System A.



3. Log your carrier off, then log it back on. This session change will save your last coordinates to the coordinates of Point A.
4. Using your other pilot, open a cyno **anywhere** in System B.
5. Jump through the cyno and right when you see the big white flash of light and your ship disappears, Control-Q.
6. The EVE server will freak out and attempt to transfer you to your last saved coordinates. Because your ship has already been transferred across systems, you will be placed at the coordinates of Point A in System A when you log back on. **You will land far away from your cyno.** You have just teleported and are now in a deep safe spot.



When performing this method, you must wait until the cyno is down before logging back in, otherwise you will just end up at the cyno you jumped to.

Some More Practical Applications

Safe Titan Travel

GTS can be used to teleport titans and other supercapital class ships to locations only known to the pilots involved. Teleported ships will land far away from their obvious destinations.

Deep Safe Spot Transferring

Once you've created your own deep safe spot from a large system, GTS can be used to spread it all throughout the universe.

Safe Travel of all Capital Ships into Control Tower Shields

Assuming you've entered the password, you are able to cyno directly into control tower shields, especially useful for creating invincible rorquals and jump freighters.

POS Gunner Transferring



Somewhat similar to the above: get POS Gunners through rapecaged towers and into gunner positions.

Some Less Practical Applications

Feeling particularly adventurous? Surprise doomsdays! I don't really recommend this but it's possible and that's kind of neat.

There are many applications for this process, some unintentionally omitted, some intentionally. Maybe you could find a neat way to teleport yourself into the last room of a complex...